



**JAGUAR**  
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GAME MANUAL  
MANUAL DE JEU  
SPIELANLEITUNG





## JAGUAR™ 64-Bit Interactive Multimedia System Game Manual

### Handling this Cartridge

The Atari Jaguar Interactive Multimedia Cartridge is intended for use exclusively with the Atari Jaguar System.

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play to rest yourself.
- If for any reason your cartridge does not load, or you see only a red screen, remove, clean, and reinsert the cartridge. If the problem persists, refer to the warranty information included with your Jaguar cartridge.

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# CONTENTS

<b>First-Time Player</b>	3
<b>GETTING STARTED</b>	
General Controls	4
Language Select	4
Game Select	5
Team Select	5
Options	6
Records	7
Other Controls	8
<b>PLAYING THE GAME</b>	
In Possession	10
Stealing the Ball	10
Goalie Control	10
Set Pieces	11
<b>THE PLAYERS</b>	
Star Players	12
Player Profiles	13
<b>THE FINAL MATCH</b>	15
<b>ABOUT THE GAME</b>	15
<b>CONTACT</b>	16
<b>WARRANTY</b>	17



# 🔥 *FEEL THE FEVER!* 🔥



Feel the full-blooded fever in this frantic feast of fast and furious soccer action!

**GASP** in awe when a 40-yard scorcher barrels into a flaming fireball and blasts the goalie into the back of the net.

**SCREAM** in agony as a muscle-bound menace charges across the field and stuns you heading into the hostile crowd.

**JUMP** for joy as you wing a scorching corner through the crowded box and head home that last minute winner against the boys from Brazil.

This is total soccer – guaranteed to satisfy the most demanding arcade addicts. Anyone can pick up and play – you'll get the basics within a few games. However to really appreciate everything in the game, you should study the manual and plan your strategy. Take on the world's top teams in an international competition or play an exhibition match with a friend. But beware: this game can ruin a friendship when passions overheat and you reach the boiling point in the wild world of Fever. **Play Smart!**



# GETTING STARTED

## GENERAL CONTROLS

1. Insert your *Teen Pitch Soccer* cartridge into the cartridge slot of your Jaguar 44-Bit Interactive Multimedia System.

2. Press the **Power** button.

On the Title screen, move **Joypad** up/down between options. **Joypad** left/right to scroll through variables. Press the **A** or **B** button to select, and the **C** button to go back to a previous menu. With both controllers connected both players control the selection process. So it is suggested, for the sake of any friendship that you work together.



## LANGUAGE SELECT

After the introduction, the Language Select screen appears. Move **Joypad** up/down to choose a language and press the **A** or **B** button to select. All subsequent on-screen text will now appear in this language. After selecting the language the only way to change it is by pressing the **Y** and **R** and restarting the game.



# GAME SELECT

## Game Type

Move joystick left/right to choose **Exhibition** or **Tournament** mode and press the **A** or **B** button to confirm your selection.

## Exhibition

A so-called 'friendly' game between two teams of your choice. (See **Team Select**)

## Tournament

The Fever Pitch Soccer World Tournament is a 28-team knockout competition featuring national sides from across the globe. Once you've chosen a country to represent (See **Team Select**) you progress through the contest by beating the world's best in four continental groups of seven. There are 51 teams in the overall pool, so the competition structure looks like this.

### First Round Asia

7 from 8 teams

### Second Round Africa

7 from 11 teams

### Third Round Americas

7 from 12 teams

### Final Round Europe

7 from 20 teams

Naturally the quality of the opposition improves as you progress. Fortunately you are given the opportunity to strengthen your side. (See **The Players**)

# TEAM SELECT

Now pick sides! If playing a two-player game, each player can now select their team, but you can't both play for the same team! Either of the connected controllers can be used for either team. If playing one player and only one controller is connected, an icon will be left in the middle and the computer will play as the other team.



To choose your team, move **Joypad** left/right to scroll through the available countries. The field layout shows team formation. Standard players are displayed in the national team colors while Star Players appear as bright yellow stars.

In **Tournament** mode you begin with eleven Standard players (See **The Players**) and the playing surface is automatically chosen, according to the opposing team. Once you're in a Tournament and the teams are announced there is no way back, except to restart the game.

If you are playing an **Exhibition** match, use the above method to select Team 1, then press **Joypad** down. Now move **Joypad** left/right to choose one of four different field types. Press **Joypad** down again and **Joypad** left/right to select Team 2.

When you are satisfied with the teams you've selected, press the **A** or **B** button. Press the **C** button to return to the Team Select menu. Once the game has started a second player can still join in by connecting a second controller and pressing the **A** button twice.

## OPTIONS

From the Game Select menu highlight **Options** and press the **A** or **B** button. Move **Joypad** up/down to highlight the game option you wish to customize. Remember these settings are not saved after you turn your Jaguar off even if you use a Password. So before you enter a Password be sure to set up your game how you like it. (See **Resumes**) Pressing the **A** or **B** button returns you to the Game Select menu.

(**\*** indicates the default setting.)

### Time

Move **Joypad** left/right to select the length of each half: 1, 3\*, 5, 10 or 15 minutes. If the score is tied at the final whistle, two periods of extra time, equivalent to one-third of normal time, will be played. For example, if you have selected 5-minute halves then each period of extra time would be 1 minute. If after the two periods of extra time the score is still tied, then a penalty shoot-out takes place to decide the winner.

### Difficulty

Now **Joypad** left/right to set the level of computer-controlled gameplay: Easy\*, Medium or Hard.





## Switches

Move **Joypad** up/down to select the Switch and press the **B** button to modify the in-game preferences.

### Replays: On/Off

Set to On to view an automatic instant replay each time a goal is scored. You'll also be able to activate the replay at any time during the game by hitting the **C** button when paused. The following controls can be used to rovel in the glory of your own magic moments. However this may damage a good friendship.

**A**  Forward normal speed

**B**  Stop/Single frame

**C**  Reverse camera angle

**Joypad right** Fast forward

**Joypad left** Fast rewind

**Pause** Finish a replay sequence

### Camera: On/Off

Do you want to watch sequences after every goal, yellow and red card offences and victory celebrations?

### Aggro: On/Off

Determines the referee's tolerance when players commit fouls. He's more tolerant with Aggro On. But remember with Richard the referee tolerance does not equal competence.

Once your game is all set up, press the **B** button to go back to Game Select.

## RESUME

You have set up your Options correctly haven't you? If playing in Tournament mode and you want to be able to save the games you play you'll need to put in a Password before you start playing the Tournament. Select **Resume** to enter the Password entry screen. This option allows you to input a 13 character password to resume play from a previous Tournament game. Passwords are supplied at the Tournament Start-up screen before each match, except the first match obviously (1st Tournament).

Password characters are displayed in either large and yellow or small and white — be sure to record and enter them correctly. Enter each character from the main grid into the password entry line at the top of the screen. Move **Joypad** to highlight a



character from the grid and press the **A** button to enter it. To move the cursor along the password, hold the **B** button and move **Joypad** left/right. To change the character from large yellow to small white (or the other way around) move the cursor on the entered password to the desired character. While holding the **B** button press **Joypad** up/down to change between small white and large yellow letters. Once the password is correctly set up press the **C** button to enter.

## OTHER CONTROLS

Turn Music on/off      Press **B** key on the Joypad

Pause the game      Press the **Pause** button

While the game is paused you can:

- Adjust the music volume: Press the **A** button to bring up the volume adjust slider then press **Joypad** up/down to adjust the level. Press the **A** button again to return.
- Adjust the sound effects volume: Press the **B** button to bring up the volume adjust slider then press **Joypad** up/down to adjust the level. Press the **B** button again to return.
- Bring up an instant replay: Press the **C** button (See **Replay**).

To Unpause      Press the **Pause** button again to get back to the action

Quit a game      Press the **Pause** button then **Joypad** up and press the **A**, **B** and **C** buttons together to go back to the Game Select screen

Soft Reset      Press **+** and **B** keys simultaneously to restart the complete game



## ⚽ PLAYING THE GAME ⚽

Now it's time to start the game! Since all great soccer players need a variety of moves, *Four Pitch Soccer* players use different styles to get the ball and shoot.



The game starts with the kick-off at mid-field. Once the ball is in play you'll see that the players have numbers and sometimes stars that float above their heads. This is the player you currently control. If the ball is in two players' territories you can press the **A** or **B** button to switch control to the other available player.

When the ball's in play it's up for grabs by the most aggressive and capable player. Making and maintaining contact with the ball using the **joypad** will allow you to run with and dribble the ball. Watch out for the opposing team as they'll try almost anything to get the ball back.

Any member from either team can commit fouls. When the referee catches them the offending player can get a yellow card which will appear by their number when they have control of the ball. If the player gets a second foul they'll get a red card and be spaced from the game!

## IN POSSESSION

### *ALL PLAYERS KNOWING AND DOING*

Kick/Shoot	<b>B</b>
Ball Swerve	Joypad left/right (immediately after touch)
Ball Height	Joypad down (for more height)
Pass	<b>A</b>
Throw-in	Reduce cross hair then press the <b>A</b> button to throw

### *GAME PLAYERS ONLY*

Special Move	<b>C</b>
Back Head	<b>A+B</b> ( <b>X</b> on ProController)
Cross	<b>B+C</b> ( <b>Z</b> on ProController)

## STEALING THE BALL

Slide Tackle	<b>A</b>
Kick	<b>B</b>
Head	<b>B</b> (when the ball is in the air)



## GOALIE CONTROL

Your goalie is predominantly computer-controlled and like all great (and not so great) goalies, he will produce stunning saves. But sometimes he may slip and let the ball and most likely miss a goal. For full-on action, you'll want to stand and watch a simple shot trickle into the net (but he is conscious of all changes).

Once the goalie has managed to grab hold of the ball, either press the **A** button to throw it or press the **B** button to kick it up field. Set the direction with the Joypad.



If the ball goes out for a goal kick, position the cross hair where you want the ball to go and press the **A** button for a short pass or the **B** button for a long pass. But be warned — if the goal kick does not clear the area, Referee Richard will either not see it or will be holding up the field too slowly to see the opposing striker pouncing elegantly.

Like all such penalty situations, your goalie will stand ready on the line and has to anticipate which way to dive to try to save the penalty. Guess which way the penalty taker will shoot, and move **Jagged** left/right to dive. If the **Jagged** is not pressed then the goalie will drop to the ground and try save a straight shot.

## SET PIECES

### **Corner/Free Kick**

Position the cross hair and then press the **A** or **B** button to direct the ball into the danger area.

### **Special Free Kick**

When the defensive wall lines up you know you have a special Free Kick. Position the cross hair and press the **B** button to select the direction of the shot. Move vigorously the cross hair to determine the final destination of your shot (preferably the back of the net). Press the **B** button to confirm your aim (hold the **B** button longer for more height) and press the **B** button again to unleash your shot. Practice will help you find the right balance between the initial direction and the final destination to produce spectacular swerving shots around the defensive wall into the back of the net.

### **Penalty Kick**

The cross hair sweeps back and forth across the mouth of the goal. Press the **B** button to direct your aim, hold the **B** button for a higher shot and release the **B** button to unleash your shot. But be careful not under or over aim it goes wide and too long and it's over the top — just like a recent world cup final!



# THE PLAYERS

Feet First Soccer is not played by hordes of anonymous clones. Star players share among Standard players with individual characteristics, names, personalities and distinctive styles of play. Each of the players is an individual with their own name and number. Star players are distinguished on field by their appearance and unique abilities. But if you have trouble recognizing them, when controlled they have a star floating above their heads next to their number. Or, memorize their names on screen.

## STAR PLAYERS

In **Exhibition** mode, Star players have already been appointed to each national team in a wide variety of formations. Some sides are blessed with only one or two, some don't have any others, but a complete team of 11 superstars.

Competing in a **Tournament**, Star players are not so freely available – you have to earn them! Feet First Soccer employs a top-secret computer-controlled talent scout, which measures your performance in each tournament match according to a set of hidden criteria. Our spies managed to find out that clean sheets and goals scored were well rewarded! After each match the appointment system is used to reward you with bonus "finds." These aren't awarded to you but are used to determine which (if any) new Star signings are available to you. Star players want to play for quality teams, so if your performance in a match impresses the watching superstars, they might offer to join your team. After an impressive performance, the **Player Select** screen appears to showcase the stars who are willing to sign-up.

To scroll through the available players and choose your new player highlight **Select** and move **Joypad** left/right. Move **Joypad** down and highlight the **Position**, then choose the position you want him to play in your new team line-up by moving **Joypad** left/right and pressing the **A**, **B** or **C** button to confirm. Your new Star player is represented by a red circle on the field layout. Any other Star players are represented by yellow stars.

Press the **A** or **B** button to continue without recruiting a new Star player. Your bonus "finds" (which will remain secret) will be used to give you extra weight in our transfer market after the next match.



## PLAYER PROFILES

### Standard Player



Average, run-of-the-mill, no frills, no thrills ordinary Joe Bloggs. He can't even manage a back heel or put a decent cross into the box like the Star players. Standard man's strongest asset is his consistency — he is consistently ordinary.

### The Marker



Tight-marking short-cutting, boot-stomping, hair-pulling, nose-bogging man-to-man marker. This solid team player has no special moves, but he will rock like glue to key opponents. He won't give them an inch — he'll get inside their shirt.

### Ranger

Shoulder-barging iron punting muscle-bound, rough-n-ready hard man of Fever Pitch Soccer. The rock-solid powerhouse flattens any opponents who get in his way — hard enough to make sure they don't get up again for a long while!



### Passer

Clinically precise, technically perfect, prime physical specimen with an uncanny ability to find the forwards (even when they are behind him!) with inch-perfect, deftness-splitting long balls.



### The Cheat



Slippery and sly, slye and sneaky, unscrupulous Oscar-winning referee-looking, slip-headed cheat! When he dives in mid-field, The Cheat will fool Referee Richard, but the time winning a free kick. When he takes a shot in the penalty box, Richard is

not a difficult 12-run and gives the penalty occasionally.

### Tricky



Silly-stuffed weaving, leaping, dithering dribbler who dances through dumb defenders, disappears largely and makes inspirational dashes upfield with the ball stuck to his foot.

## Striker 1

Stylish-swinging, spectacular-twirling, killer-cutting, bone-battle-bending, banana-kick-ing legend with the awesome ability to fire the ball on a wicked curve around impossible angles.



## Striker 2



Power-blasting, thunder-balling, fire-cracking, hot-buzzing, hammer-thumping, whip-lashing, high-clapping, rocket-blasting, ball-burning, bone-breaking hot-shot hero.

## Goalkeeper

From clown to prince, running, seeing, miserable messes, blindingly brilliant at his best, just plain blind at his worst, here to villain he is the Mr. Dimes of Fever Pitch Soccer.



## Expanded Play Replay Referee

All matches in Fever Pitch Soccer are refereed by a fully qualified (or corruptly, one-eyed (and that is short sighted)) slow-witted guy with a penchant for wearing black and blowing whistles.

Remember, you have the instant replay to help you see what the ball came off whether the defender made contact with the strikers' strikes or whether an offense occurred before or after the ball whizzed into the top corner (Advantage? What advantage? Richard our heroic referee, has nothing to help him except a couple of equally blind and totally biased lineemen. So do not expect every decision to go your way; do not stop slowly through the replay screaming "It came off Rake! Look! Look! It isn't at the bottom of the screen!" I'm afraid Richard the Ref can't see the bottom of the screen from where he is (usually a couple of screens' width behind the last pass) and even if he could he can't read! But at least he's consistent over the whole game.





## 🚫 THE FINAL WHISTLE 🚫

After an **Exhibition** match you are given the opportunity to replay the game by pressing the **A** or **B** button within 10 seconds.

The **Tournament** is a single elimination competition so if you lose a match, you're out! However, if you feel the defeat was unjust or simply can't bear to start all over again (or you've lost your password!) you have the option to replay the match and rewrite history just press the **A** or **B** button within 10 seconds of the final whistle. Pressing the **C** button will advance the count by one round and take you back to set up.

## 🚫 HINTS & TIPS 🚫

- Pass often to keep your opponents off balance
- Learn and use your Star players to compete at a higher level
- To score with a standard player get the ball near your opponent's goal, pass the ball across the goal and immediately shoot the ball
- Remember your players are in zones instead of chasing your opponents, it may be faster to bring an off screen player forward rather than take your current player further away from their zone
- Learn the different Star players' abilities and experiment with different teams in Exhibition mode to find a team which best suits your style of play
- If one of your players has control of the ball and an opponent challenges, pass the ball instead of trying to dribble around him
- Play with Aggro set to On when playing against the computer. The computer's players are good at fouling and not getting caught. With Aggro on you'll be able to get away with more
- On goal kicks guess where the ball will land and knock your opponent's player down just before the ball lands

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